

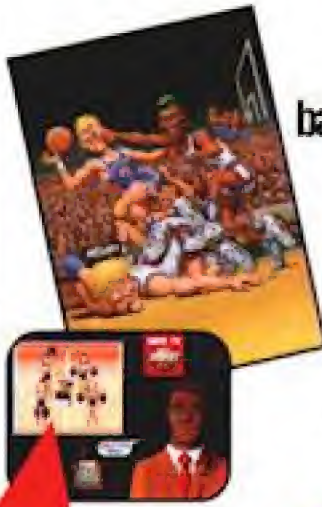
FERRARI

GRAND PRIX CHALLENGE



The ultimate in head-to-head, split-screen Ferrari racing competition!

ARCH RIVALS
THE ARCADE GAME



It's an all-out basketbrawl with "in your face" real arcade action!



**DRIVE,
SHOOT,
SMASH &
STEEL!**

SEGA GENESIS
SUPER SMASH TV!



Based on the arcade smash!—Win the ultimate prize... your life!

FLYING EDGE

STEEL EMPIRE



Battle in the future that might have been — the Age of Steel!



FLYING EDGE

SEGA GENESIS
16-BIT CARTRIDGE

GENESIS INSTRUCTION MANUAL

STEEL EMPIRE



A Division of Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771

EmuMovies

ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
ARE TRADEMARKS OF SEGA ENTERPRISES LTD. PRINTED IN JAPAN.

HANDLING YOUR CARTRIDGE

- ❑ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- ❑ Do not bend it, crush it, or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

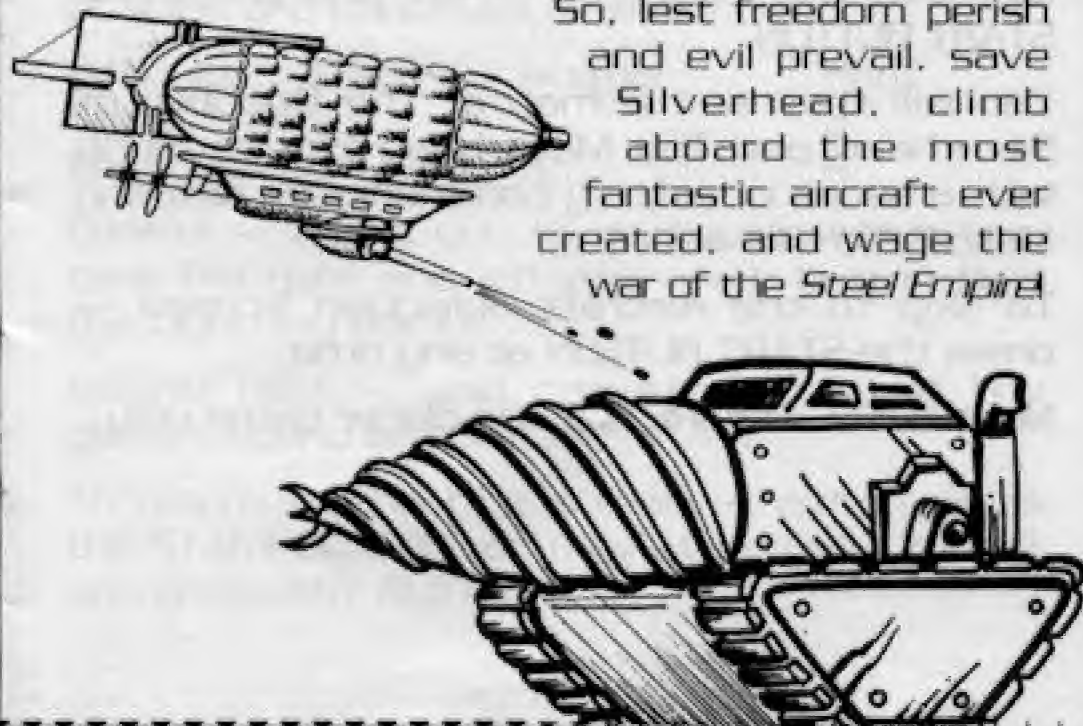


This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Somewhere...sometime...in a world almost familiar...it is the Age of Steel! Mammoth battleships cruise the skies. Armored locomotives carry cannons the size of railway cars. Invincible fortresses float in the air...and military might rules the day. The Motorhead Empire has conquered and enslaved virtually the entire planet.

Yet one hope for freedom still remains...The Republic of Silverhead. They alone have the will to survive. They alone can turn back Motorhead's military machine. They alone have the weapons to achieve victory. Their missile firing Striker airplane has front and rear air-to-ground armor piercing missiles. Their Zeppelin airship carries an aerial mine launcher. Their devastating Lightning Bomb will reduce Motorhead's multi-gun-turreted, flame-shooting juggernauts into crumbling hulks of molten metal.

So, lest freedom perish and evil prevail, save Silverhead, climb aboard the most fantastic aircraft ever created, and wage the war of the *Steel Empire!*



GETTING READY...FOR WAR!

LOADING

1. Make sure the power switch is OFF.
2. Insert the STEEL EMPIRE Game Pak as described in your SEGA GENESIS manual.
3. Turn the power switch ON.

You will first see the story of STEEL EMPIRE, a STEEL EMPIRE title screen and a demonstration of the game play.

To begin — press the START BUTTON at any time.

You will then see a second title screen.

To reach the Options Screen — use the UP and DOWN D-BUTTONS to move the cursor to OPTION and press the START BUTTON.

To Start — use the UP and DOWN D-BUTTONS to move the cursor to START and press the START BUTTON.

You will then see a map of The Republic of Silverhead and The Motorhead Empire along with a series of military communiques detailing Motorhead's invasion.

To skip to the Aircraft Selection Screen — press the START BUTTON at any time.

Note: STEEL EMPIRE is a one-player game only.

THE OPTIONS SCREEN

The Options Screen allows you to alter the difficulty level of the game, the number of ships you begin with, the number of continues available and the configuration of your controls. You can also sample the game's sound effects.



To move the cursor between options — press the UP and DOWN D-BUTTONS.

To change options — press the LEFT and RIGHT D-BUTTONS.

Difficulty — can be either Easy, Normal or Hard. The level you choose affects both the speed and intensity of the game play and the number of ships and continues available.

Difficulty	Easy	Normal	Hard
Ships	5	4	3
Continues	2	3	4

Control — allows you to re-allocate which buttons fire right and left and which button fires the Lightning Bomb.

Sound Test — you can sample all of the game's sound effects.

To return to the title screen — *either*: press the START BUTTON, *or*: move the cursor to EXIT and press ANY BUTTON.

THE CONTROLS...SOLID AIR BATTLE ACTION

In the standard configuration the controls are as shown:

Directional Button
(D-Button)



[D-BUTTON] MOVES: LEFT/RIGHT; UP/DOWN

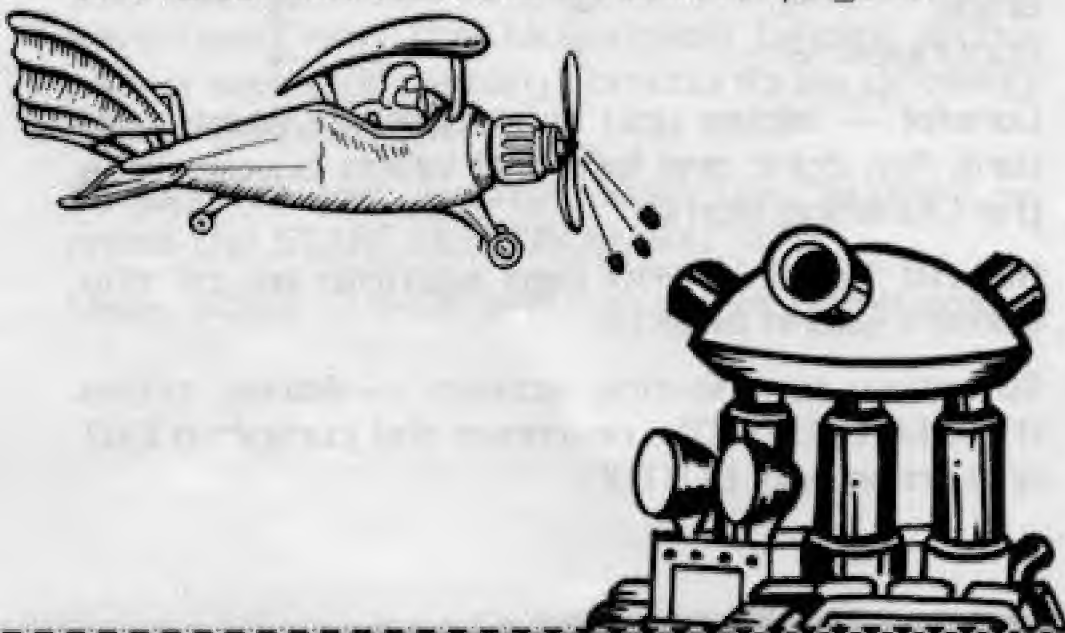
[START] PAUSE / RE-START

[C] FIRES RIGHT

[B] FIRES LEFT

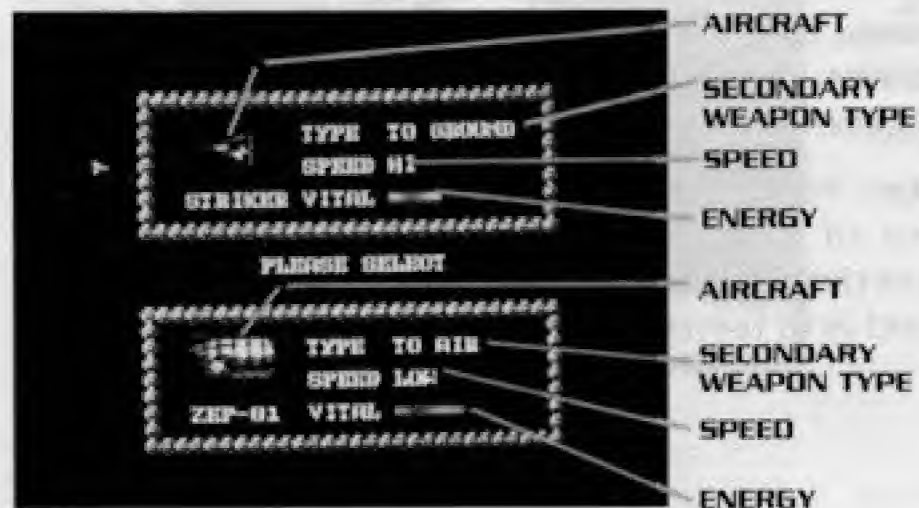
[A] LIGHTNING BOMB

To change the configuration of the A, B and C BUTTONS, see OPTIONS SCREEN on page 3.



AIRCRAFT SELECTION SCREEN... THE ARSENAL OF THE REPUBLIC

The Republic of Silverhead's Sky Fleet consists of two types of aircraft, the fast and agile Striker airplane and the powerful Z-01 Zeppelin airship.



To select the Striker or Z-01 Zeppelin — use the UP and DOWN D-BUTTONS to move the cursor to the appropriate aircraft and press ANY BUTTON.

To fly straight to the action — press the START BUTTON and jump the story screens.

The Striker Airplane

The Striker has speed, quickness, front and rear firing missiles, and front and rear air-to-ground armor piercing missiles. Its maximum effectiveness is achieved in limited air space or against large numbers of opponents.

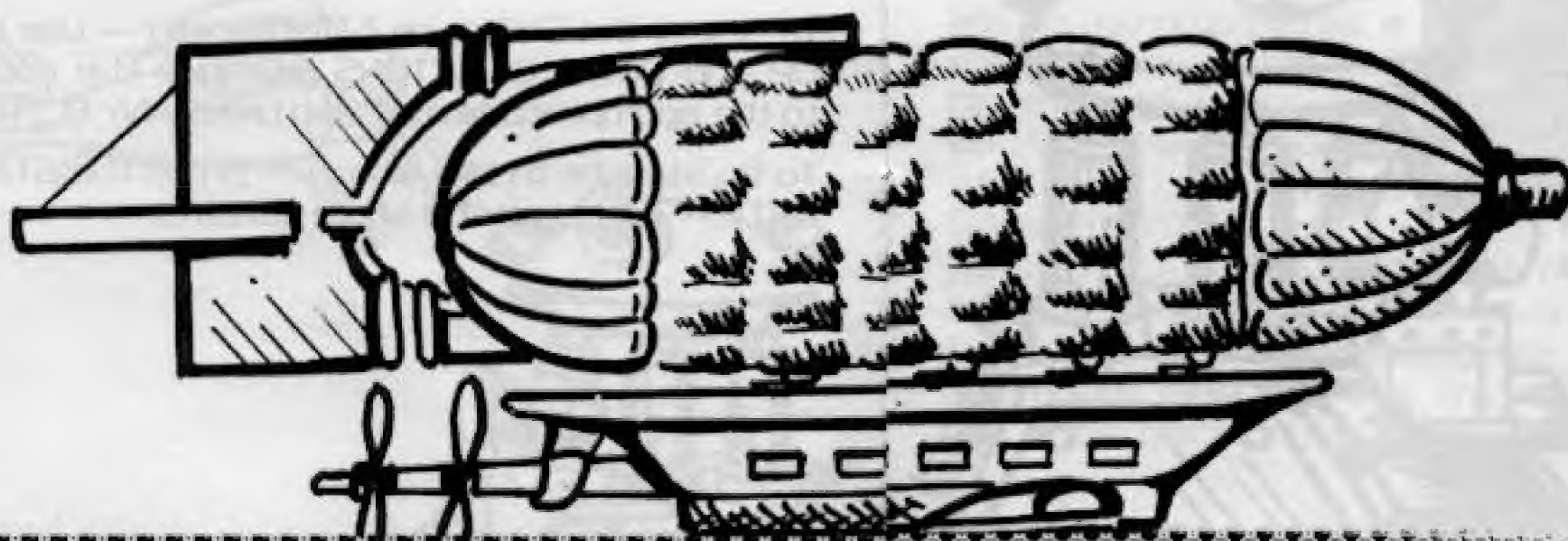
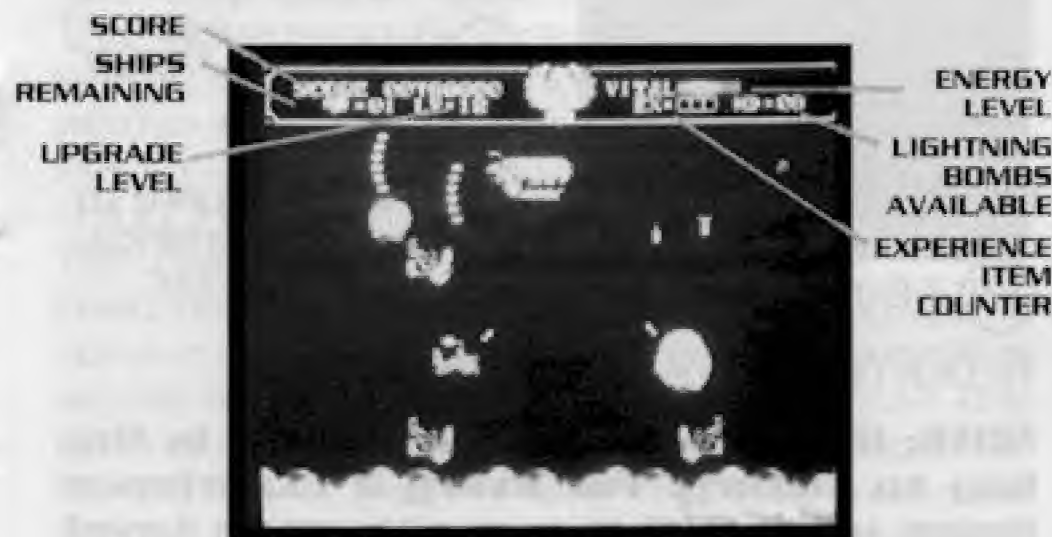
The Z-Ø1 Zeppelin Airship

Solid, resilient, armed with front and rear firing missiles, and front and rear upward firing aerial mines, the Z-Ø1 is the pride of The Republic. Against even the biggest behemoths of the Motorhead Empire, its record staggers belief.

Note: You can change aircraft between every level of the game, adjusting your selection according to the type of enemy ships to be faced and terrain negotiated.

ON THE SCREEN

All the game play information appears at the top of the screen.



PICK-UPS & UPGRADES

When certain enemy ships are destroyed, they reveal bonus items:

- | | |
|------------------------------------|--|
| B 1 Extra Lightning Bomb | S Speed boost |
| \$ 100 points | O Adds 2 outrigger planes |
| ♥ Energy bonus | Ex Adds 1 square to your Experience Item Counter. |
| 1^{UP} 1 Extra life | |

To pick up a bonus item — fly over it.

NOTE: Obtaining Experience Items is the key to victory. For every 3 Experience Items you pick up, your Upgrade Level increases by 1. The higher your Upgrade Level, the greater the destructive power of your weapons, the speed of your aircraft, your energy level, and your chance of defeating the giants of Motorhead's military fleet.

There are a maximum of 20 Upgrade Levels.



THE STAGES OF THE STEEL EMPIRE

STAGE 1 —

The Mine City of Rahl

The Motorhead Empire has spread its talons across the face of the planet, seizing everything in its path. Only The Republic of Silver-

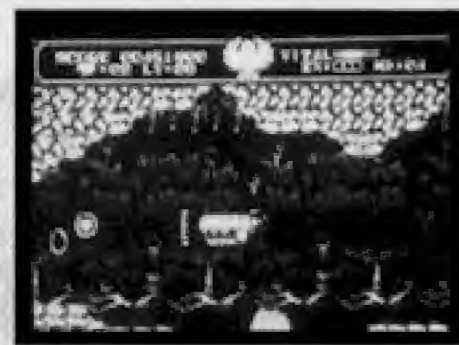


head remains undefeated, but how long can it survive when Motorhead is already steamrolling across its borders, crushing all resistance? The enemy invasion is focused on the mineral rich Mine City of Rahl. There the tide must be turned. There, Motorhead will discover that their gargantuan fleet is useless against the terrifying power of the Lightning Bomb! There you must change history!

STAGE 2 —

The Liedengel Caverns

The caverns at Liedengel are so mammoth that a plane or an airship can fly through them, and so dark that a division of the Motorhead



Ground Army can hide there undetected! Search them out and destroy them. But beware! Landslides fill the caverns with giant falling rocks and explosive gases seep through the floors. One spark at the wrong time and the whole place could ignite!

**STAGE 3 —
Sky District Zektor**

In war, control of the sky is the key to victory. In an effort to seize the advantage, one of Motorhead's enormous Floating Fortresses has penetrated the very core of Silverhead's sky space...Sky District Zektor. Unless it is defeated, all is lost.



**STAGE 4 —
Gardandi Beach**

The time has come to take the war to Motorhead. Our forces are already advancing on their capital, Dama City, but first you must storm their sea defenses at Gardandi Beach. Silverhead is depending on you. Take out the monstrous cannons, eliminate their Sea Skimmers, decimate their missile launching Navair Submarine.



STAGE 5 — Dama City

High in the night sky the attack on the capital has already begun. Every sky copter, aero gun ship, and floating fortress of the Motorhead Empire has been mobilized in a desperate bid to save their sinking fortunes. Press home the advantage. Clear the sky of enemy ships and then descend on Dama and rout the heart of the evil empire.



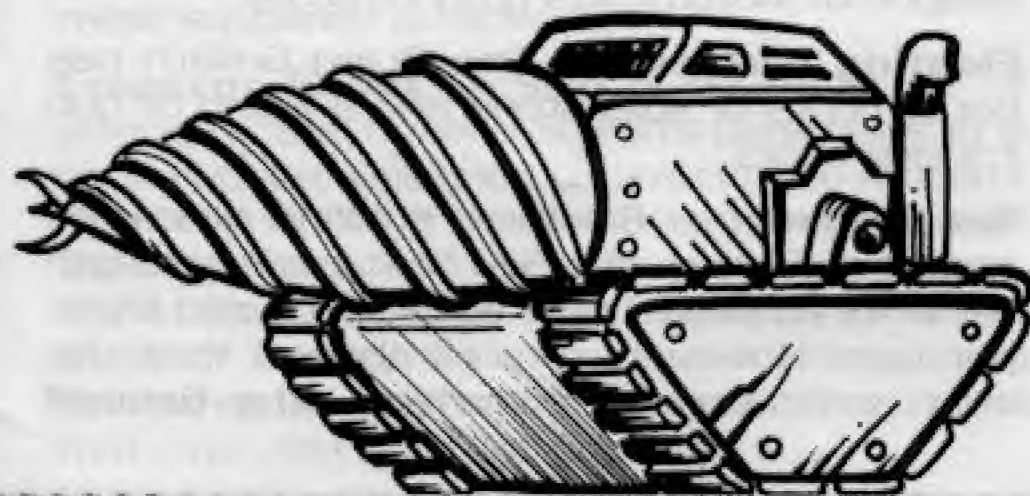
**STAGE 6 —
Germburn Fortress**

Deep beneath Dama City is the impregnable and legendary Germburn Fortress — site of Motorhead's incredible Moon Cannon. Motorhead's Emperor, General Styron will almost certainly try to use the cannon to escape justice. Fly into the fortress; thwart his getaway.



STAGE 7 — Lunar Space

Too late! Styron's in the Moon Cannon. Follow him to the void of space and, if he will not be taken alive, execute the sentence against him. But take care. His ship is fast and deadly. He will not give up without using every missile, flame launcher and rocket in his armory. Be brave. Justice is on your side.



THE MILITARY MIGHT OF MOTORHEAD

The Motorhead Empire has built the most massive, fantastic, and deadly machines of war ever imagined. But attack with faith, with strength, and with the Lightning Bomb; then one part, one turret, even one gun at a time...see how the mighty fall!

Type II Sky Clipper — A medium size flying battleship, armed with propeller bombs and rockets.

Colossus Cannon Train — The titan of trains. The cannon alone fires cannonballs as big as a Striker airplane! The 6 swivelling gun-turrets and the locomotive's multi-barrelled spray gun fire air bombs.

Tunnel Tank — Its monstrous front light and hydraulic legs make it seem almost alive, but less than friendly when it spits out deadly propeller bombs and salvos of high-speed rockets.

Mole Tank — Armed with a self-detaching battle-tank, metal-grinding tunnel diggers and periscope gun attachment, it is the leading weapon of Motorhead's ground forces.

Floating Fortress — This flying Goliath has battlements of solid stone and a legion of gun placements.

Sea Skimmer — Relatively small (6 times the size of a Striker), the Sea Skimmer's strength lies in its propeller bomb scatter gun and trumpet gun. However, rumors abound that the next generation of Skimmers - **The Ground**

Skimmer - will be made even more unstoppable by the installment of rockets. Hope it is just a rumor..!

Naviar Submarine — It can fire salvos of up to 5 massive missiles while still submerged. Once airborne it is no less formidable, with recessed guns and front firing rockets.

Aero Gun Ship - Class I — At the vanguard of Motorhead's attack forces flies their Aero Gun Ship. Gigantic in size, fast, heavily armored and heavily armed, it has proven itself almost invincible. Even the discovery of its weak underbelly was turned to advantage with the addition of a few surprises!

Aero Gun Ship - Class II — The upgrade includes increased rockets, propeller bomb launchers and its own sky fleet!

Aero Gun Ship - Class III — Electric Dischargers, Titanic Propeller Guns, rockets, bombs, sky-copters...face it at your peril!

Lunarnaut — Motorhead's first space ship is also one of its deadliest machines. Not only does it have almost every weapon they've ever invented, it's also built to withstand even the most sustained attacks.

Emperor Scout — Size is no measure of strength...and General Styron's personal ship is no exception. Designed to protect the Emperor from any onslaught, its scatter weapons turn the sky into a death trap. Its super wing extensions blast packs of spinning discs or whole walls of deadly flames. Keep moving, keep pounding...or Styron will resurrect Motorhead from the very ashes of disaster.

CONTINUES— THE WAR RAGES ON

Depending upon the difficulty level you have selected (See OPTIONS SCREEN on page 3), you can have up to 4 continues.



After losing your last aircraft, you will see the Continue Screen:

To continue the game — use the LEFT or RIGHT D-BUTTON to select YES and press the START BUTTON.

You will then see the Aircraft Selection Screen. Select your aircraft and press ANY BUTTON to return to the game.

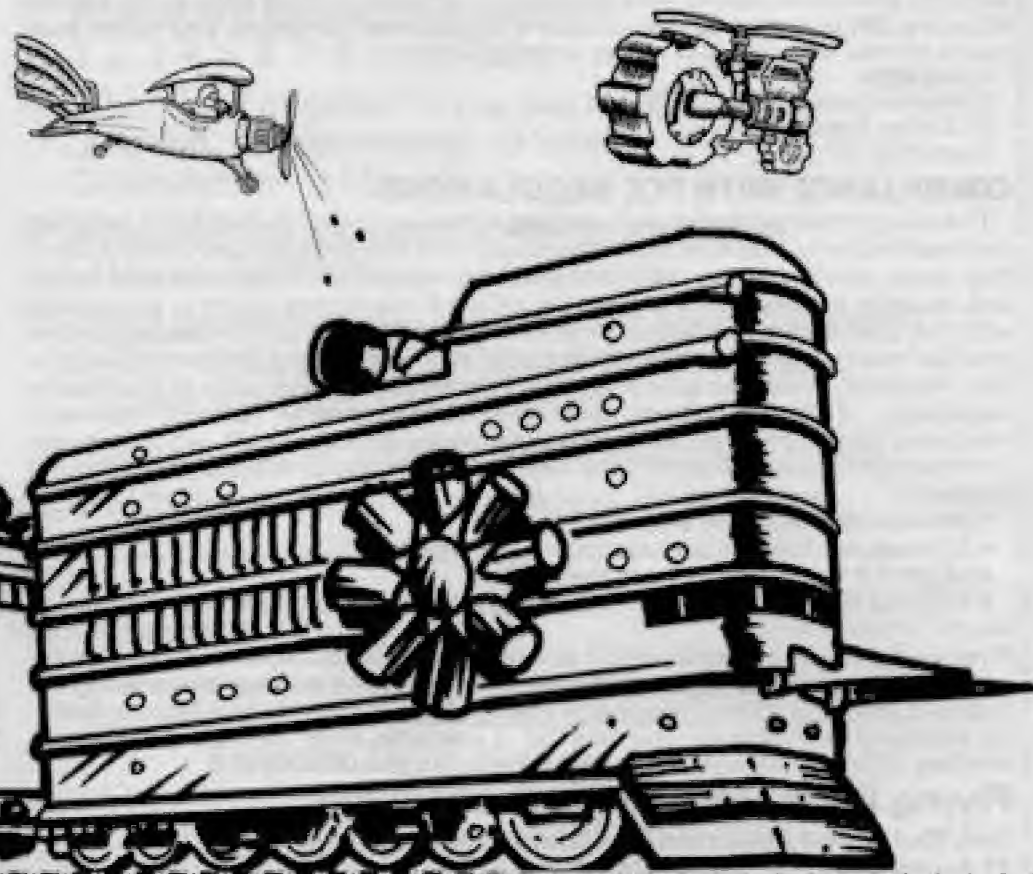
Note: If you continue, you start from the beginning of the stage you last reached (or its mid-point if you have defeated the mid-point enemy).

To end the game — use the LEFT or RIGHT D-BUTTON to select NO and press the START BUTTON.

THE FIGHT FOR FREEDOM

The war for the Steel Empire has begun. Motorhead's sky fleet has commenced its bombardment of Silverhead. Her ground tanks are advancing on Rahl. Her Colossus Cannon Train is pounding our defenses. Freedom is surrounded. Slavery is storming our country. General Styron's goal of dominating the planet will be fulfilled...unless you battle the conqueror! Take our newest ships to the air. Show his evil forces that the missiles, machine guns and mines of Silverhead are the weapons of victory. Blast the tyrant from the void of space with the sheer power of The Lightning Bomb.

Freedom will prevail. Death to the invader. Glory to The Republic!



FLYING EDGE (A Division of Acclaim Entertainment, Inc.) LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be preempted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

Flying Edge
Consumer Service Dept.
71 Audrey Avenue
Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Flying Edge Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc.

71 Audrey Avenue, Oyster Bay, N.Y. 11771

Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Steel Empire™ and Flying Edge™ are trademarks of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved. Printed in Japan.

FLYING EDGE™ GAME PAK WARRANTY REGISTRATION CARD

Fill out and mail in this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and products!

Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____

2. Who **purchased** this game? Male Female Age _____

3. Who **plays** this game the most? Male Female Age _____

4. Why was game purchased for **player**?
 Self-purchase Requested gift Unrequested gift

5. How did you hear about this game?
 Friend Radio TV Newspaper Magazine Ad
 Game Review In-Store Display
 Played Before Buying Arcade Sales Person

6. How would you rate the game play?
1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?
1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?
 Action Role-Playing Sports
 Simulation Maze/Puzzle

9. How often do you play coin-op arcade games?
 Never Sometimes Frequently

10. What game/computer systems are in your household?
 NES Super NES Genesis Game Gear
 Game Boy PC (IBM or other)

11. How many times a month do you **rent** video games? _____

12. Which magazines and comic books do you read?

13. Comments: _____

Send to: Flying Edge
P.O. Box 9003
Oyster Bay, NY 11771-9003

Cut along dotted line and send to Flying Edge